## AMENDMENTS TO THE CLAIMS

1. (Currently Amended) A gaming system comprising:

~~a server computer;~~

a first network computer including an operational event recorder, the operational event recorder including:

a first single-write data storage device,

an operational event controller, the operational event controller including a processor and a memory device,

a first memory buffer, and

a second memory buffer,

the operational event recorder being configured to:

periodically check a first gaming apparatus to determine when an operational event has occurred,

retrieve operational event data when an operational event has occurred,

store the operational event data in the first memory buffer,

when the first memory buffer is full, write the operational event data to the first single-write data storage device, and

when the operational event data is being written to the first single-write data storage device from the first memory buffer, store first new operational event data in the second memory buffer; and

~~a network computer operatively coupled to said server computer, said network computer comprising a first single-write data storage device and an operational event controller operatively coupled to said first single-write data storage device , said operational event controller comprising a processor and a memory operatively coupled to said processor, said operational event controller being configured to~~

~~periodically check with a first gaming apparatus to determine when an operational event has occurred,~~

~~said operational event controller being configured to retrieve operational event data,~~

~~said operational event controller being configured to permanently store said operational event data on said first single-write data storage device, and~~

~~said operational event controller being configured to communicate said operational event data to said server computer upon a request from said server computer for said operational event data;~~

~~a second data storage device operatively coupled to said network computer, the second data storage device configured store said operational event data stored on the first single-write data storage device;~~

a ~~first~~ plurality of ~~first~~ gaming apparatuses, including the first gaming apparatus, configured to communicate with the ~~operatively coupled to said~~ network computer, ~~each~~ the first gaming apparatus comprising:

a display unit,

a value input device, and

a first controller configured to communicate with the ~~operatively coupled to said~~ display unit and the ~~said~~ value input device, the ~~said~~ first controller including ~~comprising~~ a processor and a memory device ~~operatively coupled to said processor~~, the ~~said~~ first controller being configured to:

instruct the ~~cause said~~ display unit to generate a game display relating to a game,

~~said first controller being configured to~~ determine a value payout associated with an outcome of the ~~said~~ game, ~~and~~

~~said first controller being configured to~~ receive periodic checks from the ~~said~~ operational event ~~controller~~ recorder, and ~~to~~

communicate the ~~said~~ operational event data to the ~~said~~ operational event ~~controller~~ recorder, the ~~said~~ operational event data associated with the operation of the first gaming apparatus and including ~~comprising~~ one or more of the ~~following~~ operational event data types selected from the group consisting of: accounting data, cashless data, security data, player tracking data and maintenance data.

2. (Currently Amended) A gaming system as defined in claim 1 further comprising:

a plurality of server computers, wherein the ~~said~~ operational event recorder ~~controller~~ is configured to communicate the ~~said~~ operational event data to one of the plurality of server computers ~~a particular server computer~~ based on the operational event ~~said~~ data type.

3. (Currently Amended) A gaming system as defined in claim [[1,]] 50 further comprising:

a second ~~plurality of said~~ network computer configured to communicate with the ~~computers operatively coupled to said~~ server computer and ~~each disposed~~ located in a different ~~geographic~~ location than the first network computer, the second network computer including an operational event recorder, wherein [[:]] the ~~said~~ operational event recorder of the first network computer ~~controller~~ is configured to communicate the ~~said~~ operational event data to ~~an~~ the operational event ~~controller~~ recorder of the second network computer ~~at least one of said plurality of network computers~~, and wherein

the ~~said~~ operational event recorder of the first network computer ~~controller~~ is configured to receive the operational event data from ~~an~~ the operational event ~~controller~~ recorder of the second network computer ~~at least one of said plurality of network computers~~.

4. (Currently Amended) A gaming system as defined in claim 1, wherein the ~~said~~ gaming system comprises a government-sponsored gaming system.

5. (Currently Amended) A gaming system as defined in claim 1, wherein the ~~said~~ gaming system comprises a casino gaming system.

6. (Withdrawn) A gaming apparatus comprising:

a display unit;

a value input device;

a single-write data storage device;

a controller operatively coupled to said display unit, said value input device and said data storage device, said controller comprising a processor and a memory operatively coupled to said processor,

said controller being programmed to cause said display unit to generate a game display relating to one of the following games: poker, blackjack, slots, keno or bingo,

said controller being programmed to communicate data representing operational events on said gaming apparatus to said single-write data storage device,

said controller being programmed to determine a value payout associated with an outcome of said game,

said controller being programmed to issue a ticket voucher comprising at least a portion of said operational event data and said value payout.

7. (Withdrawn) A gaming apparatus as defined in claim 6, wherein said display unit comprises a video display unit that is capable of generating video images.

8. (Withdrawn) A gaming apparatus as defined in claim 7,

wherein said controller is programmed to cause a video image comprising an image of at least five playing cards to be displayed if said game comprises video poker,

wherein said controller is programmed to cause a video image comprising an image of a plurality of simulated slot machine reels to be displayed if said game comprises video slots,

wherein said controller is programmed to cause a video image comprising an image of a plurality of playing cards to be displayed if said game comprises video blackjack,

wherein said controller is programmed to cause a video image comprising an image of a plurality of keno numbers to be displayed if said game comprises video keno,

wherein said controller is programmed to cause a video image comprising an image of a bingo grid to be displayed if said game comprises video bingo.

9. (Withdrawn) A gaming apparatus as defined in claim 6, wherein said display unit comprises at least one mechanical slot machine reel.

10. (Withdrawn) A gaming apparatus as defined in claim 6, wherein said single-write data storage device comprises a single-write solid state memory.

11. (Withdrawn) A gaming apparatus as defined in claim 6, wherein said single-write data storage device comprises a single-write optical disk and an optical disk drive.

12. (Withdrawn) A gaming apparatus as defined in claim 6, wherein said single-write data storage device comprises a single-write magnetic disk and a magnetic disk drive.

13. (Withdrawn) A gaming apparatus as defined in claim 6, wherein said controller is programmed to encrypt said operational event data.

14. (Withdrawn) A gaming apparatus as defined in claim 6, wherein said controller is programmed to insert one or more digital watermarks in said operational event data.

15. (Withdrawn) A gaming apparatus as defined in claim 6, wherein said operational event data comprises one or more of the following data types: accounting data, cashless data, security data, player tracking data and maintenance data.

16. (Withdrawn) A gaming apparatus as defined in claim 6, wherein

said controller is programmed to issue a ticket voucher comprising one or more of the following information types: a number of games played by a player on said gaming apparatus, an amount won by the player on said gaming apparatus, an amount lost by said player on said gaming apparatus, an amount wagered by said player on said gaming apparatus, a number of coins inputted by said player to said gaming apparatus, a number of bills inputted by said player to said gaming apparatus, an identification of said gaming apparatus, an identification of a casino where said gaming apparatus is disposed, a time and a date,

wherein said controller is programmed to communicate said information types of said ticket voucher as operational event data to said single-write data storage device.

17. (Withdrawn) A gaming apparatus as defined in claim 6, wherein said game comprises a government-sponsored lottery game.

18. (Withdrawn) A gaming apparatus as defined in claim 6, wherein said game comprises a casino game.

19. (Withdrawn) A gaming apparatus as defined in claim 6, wherein said gaming apparatus is disposed in a casino.

20. (Withdrawn) A gaming apparatus as defined in claim 6 further comprising a housing, wherein said value input device, said data storage device and said controller are located within said housing.

21. (Withdrawn) A gaming apparatus as defined in claim 6 further comprising:

a memory buffer; and

an operational event controller operatively coupled to said data storage device, said controller and said memory buffer, said operational event controller comprising a processor and a memory operatively coupled to said processor,

said operational event controller being programmed to retrieve said operational event data from said controller;

said operational event controller being programmed to communicate said operational event data to said memory buffer,

said operational event controller being programmed to periodically transfer said operational event data from said memory buffer to said single-write data storage device,

wherein said controller is programmed to communicate said operational event data to said operational event controller.

22. (Withdrawn) A gaming apparatus as defined in claim 21, wherein said memory buffer comprises non-volatile memory.

23. (Currently Amended) A gaming system as defined in [[of]] claim 1, further comprising a ~~second plurality of second gaming apparatuses, said second gaming apparatuses being interconnected to form a network of second gaming apparatuses, each~~ second gaming apparatus included in the plurality of gaming apparatuses, the second gaming apparatus comprising:

a second display unit;

a second value input device;

a second single-write data storage device configured to store data representing operational events;

a second controller configured to communicate with the second ~~operatively coupled to said~~ display unit, ~~said~~ the second value input device, and the ~~said~~ second single-write data storage device, the ~~said~~ second controller comprising a processor and a memory device ~~operatively coupled to said processor~~, the ~~said~~ second controller being configured to:

instruct the ~~cause said~~ second display unit to generate a game display relating to a game,

~~said second controller being configured to communicate~~ store operational event data representing operational events on the ~~said~~ second gaming apparatus to the ~~said~~ second single-write data storage device, and

~~said second controller being configured to~~ determine a value payout associated with an outcome of the ~~said~~ game.

24. (Cancelled)

25. (Currently Amended) A gaming system as defined in claim 23, wherein the ~~each~~ second controller is further configured to communicate the ~~said~~ operational event data representing operational events on the second gaming apparatus to a third single-write data storage device of a third gaming apparatus ~~at least one of said second plurality of second gaming apparatuses~~.

26. (Currently Amended) A gaming system as defined in claim 23, wherein the first network computer is ~~operatively coupled to each of said second gaming apparatuses~~ configured to communicate with the second gaming apparatus, and wherein the ~~said~~ operational event recorder is ~~controller being~~ configured to retrieve ~~said~~ operational event data representing operational events on the second gaming apparatus from the second controller of the second gaming apparatus ~~each of said second gaming apparatuses~~.

27. (Currently Amended) A gaming system as defined in claim 23 further comprising:

a plurality of server computers, ~~operatively coupled to said second plurality of second gaming apparatuses~~, wherein the ~~said~~ second controller is configured to communicate the ~~said~~ operational event data representing operational events on the second gaming apparatus to one of the plurality of server computers ~~a particular server computer~~ based on the operational event ~~said~~ data type.

28. (Currently Amended) A gaming system as defined in claim 1 [[23]], wherein the plurality of gaming apparatus ~~said second gaming apparatuses~~ are interconnected via the Internet.

29. (Withdrawn) A gaming apparatus comprising:

a display unit;

a value input device;

a single-write data storage device;

a controller operatively coupled to said display unit, said value input device and said data storage device, said controller comprising a processor and a memory operatively coupled to said processor,

said controller being programmed to receive data representing a payline selection made by a player,

said controller being programmed to cause a game display to be generated by said display unit, said game display comprising images of a plurality of slot machine symbols each of which is associated with a respective slot machine reel of a slots game,

said controller being programmed to communicate data representing operational events on said gaming apparatus to said single-write data storage device,

said controller being programmed to determine a value payout associated with an outcome of said slots game, said controller being programmed to determine said outcome of said slots game based on a configuration of said slot machine symbols,

said controller being programmed to issue a ticket voucher comprising at least a portion of said operational event data and said value payout.

30. (Withdrawn) A gaming apparatus as defined in claim 29, wherein said display unit comprises a video display unit that is capable of generating video images.

31. (Withdrawn) A gaming apparatus as defined in claim 30, wherein said controller is programmed to cause a video image comprising an image of a plurality of simulated slot machine reels to be displayed on said display unit.

32. (Withdrawn) A gaming apparatus as defined in claim 29, wherein said display unit comprises at least one mechanical slot machine reel.

33. (Withdrawn) A gaming apparatus as defined in claim 29, wherein said controller is programmed to receive payline data representing a number of paylines selected by the player.

34. (Withdrawn) A gaming apparatus as defined in claim 29, wherein said single-write data storage device comprises a single-write solid state memory.

35. (Withdrawn) A gaming apparatus as defined in claim 29, wherein said single-write data storage device comprises a single-write optical disk and an optical disk drive.

36. (Withdrawn) A gaming apparatus as defined in claim 29, wherein said single-write data storage device comprises a single-write magnetic disk and a magnetic disk drive.

37. (Withdrawn) A gaming apparatus as defined in claim 29, wherein said controller is programmed to encrypt said operational event data.

38. (Withdrawn) A gaming apparatus as defined in claim 29, wherein said controller is programmed to insert one or more digital watermarks in said operational event data.

39. (Withdrawn) A gaming apparatus as defined in claim 29, wherein said operational event data comprises one or more of the following data types: accounting data, cashless data, security data, player tracking data and maintenance data.

40. (Withdrawn) A gaming apparatus as defined in claim 29, wherein:

said controller is programmed to issue a ticket voucher comprising one or more of the following information types: a number of games played by a player on said gaming apparatus, an amount won by the player on said gaming apparatus, an amount lost by said player on said gaming apparatus, an amount wagered by said player on said gaming apparatus, a number of coins inputted by said player to said gaming apparatus, a number of bills inputted by said player to said gaming apparatus, an identification of said gaming apparatus, an identification of a casino where said gaming apparatus is disposed, a time, a date and a player identification,

wherein said controller is programmed to communicate said information types of said ticket voucher as operational event data to said single-write data storage device.

41. (Withdrawn) A gaming apparatus as defined in claim 29 further comprising:

a memory buffer; and

an operational event controller operatively coupled to said data storage device, said controller and said memory buffer, said operational event controller comprising a processor and a memory operatively coupled to said processor,

said operational event controller being programmed to retrieve said operational event data from said controller;

said operational event controller being programmed to communicate said operational event data to said memory buffer,

said operational event controller being programmed to periodically transfer said operational event data from said memory buffer to said single-write data storage device,

wherein said controller is programmed to communicate said operational event data to said operational event controller.

42. (Currently Amended) A gaming system as defined in [[of]] claim 1, wherein ~~said first~~ the plurality of gaming apparatuses are interconnected to form a network of gaming apparatuses.

43. (Cancelled)

44. (Currently Amended) A gaming system as defined in claim 1 [[23]], wherein ~~each second controller is programmed to communicate said operational event data to the second single-write data storage device of at least one of said second gaming apparatuses~~ the first single-write data storage device comprises a data storage device selected from the group consisting of: a single-write solid state memory device, an optical disk drive, and a magnetic disk drive.

45. (Cancelled)

46. (Cancelled)

47. (Withdrawn) A memory having a computer program stored therein, said computer program being capable of being used in connection with a gaming apparatus, said memory comprising:

a memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to cause a game display representing one of the following games to be generated: poker, blackjack, slots, keno or bingo,

a memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to communicate data representing operational events on said gaming apparatus to a single-write data storage device, said

operational event data comprising one or more of the following data types: accounting data, cashless data, security data, player tracking data and maintenance data,

a memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to determine a value payout associated with an outcome of said one game, and

a memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to issue a ticket voucher comprising at least a portion of said operational event data and said value payout.

48. (Currently Amended) [[The]] A gaming system as defined in [[of]] claim 1, ~~each~~ the first gaming apparatus further including:

a ticket printer, wherein the ~~said~~ first controller is further configured to instruct the ~~cause said~~ ticket printer to issue a ticket voucher comprising at least a portion of the ~~said~~ operational event data.

49. (New) A gaming system as defined in claim 1, the operational event recorder being further configured to:

when the second memory buffer is full, write the first new operational event data to the first single-write data storage device, and

when the operational event data is being written to the first single-write data storage device from the first memory buffer, store second new operational event data in the first memory buffer.

50. (New) A gaming system as defined in claim 1, further comprising:

a server computer, the server computer configured to communicate with the first network computer; and

wherein the operational event recorder is further configured to communicate the operational event data to the server computer.

51. (New) A gaming system as defined in claim 1, the operational event recorder being further configured to:

communicate the operational event data to the server computer upon a request from the server computer for the operational event data.